Closing the Developer Experience Gap of Kubernetes Development



Hello! My name is Edidiong Asikpo



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A Senior Developer Advocate at Ambassador Labs, CNCF Ambassador and Technical Content Creator who loves building, writing and sharing knowledge.



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Kubernetes & containerization has solved many challenges businesses face

- Flexibility
- Scaling
- Reliability of the release of new versions







What's developer experience?



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Typically, this experience consists of the:

Inner development loop



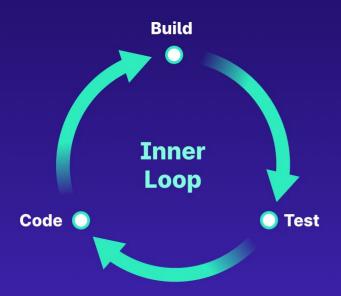
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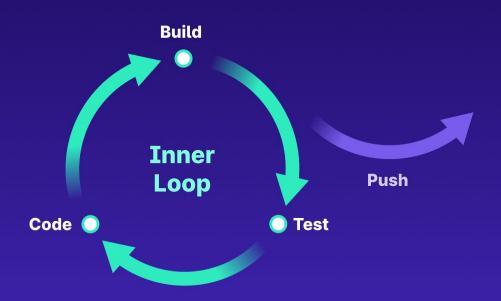


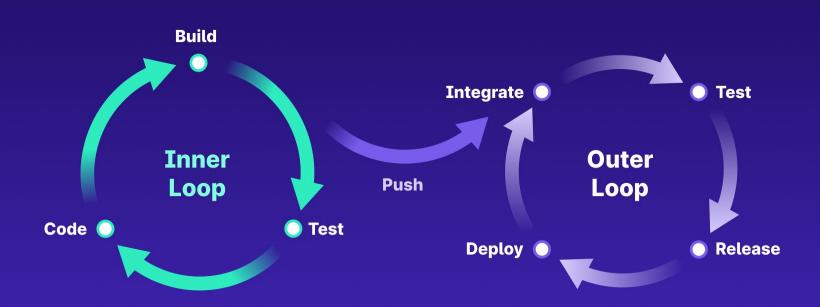
Developer experience is the workflow a developer uses to develop, test, deploy, and release software.

Typically, this experience consists of the:

- Inner development loop
- Outer development loop











1. Extra steps in the inner dev loop

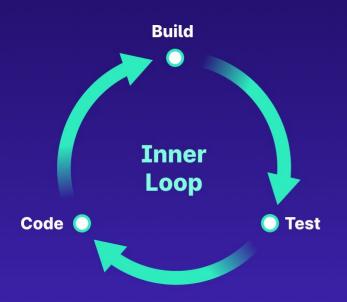


- 1. Extra steps in the inner dev loop
- 2. Developers involvement with outer dev loop

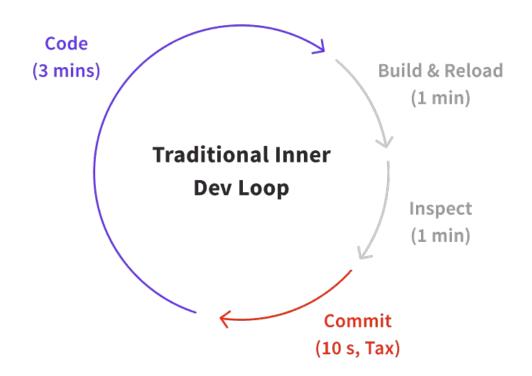


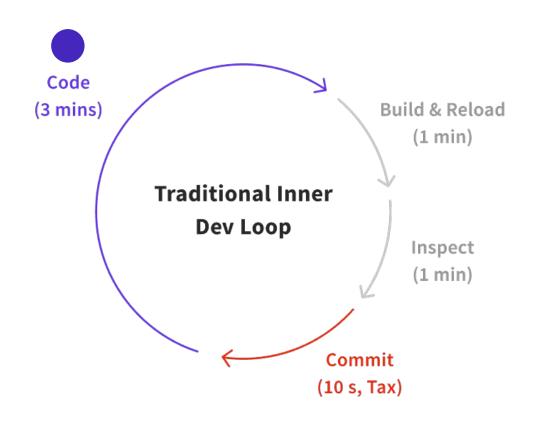
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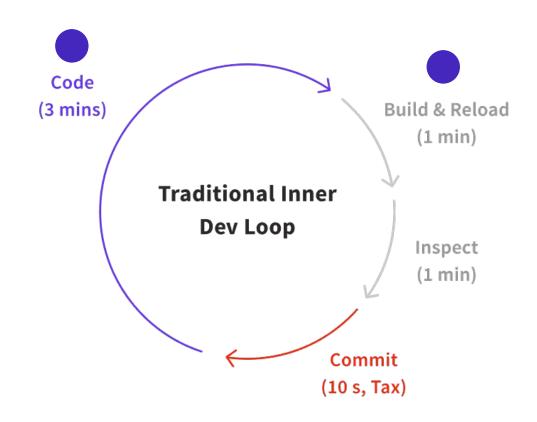
This comes with its benefits & disadvantages!

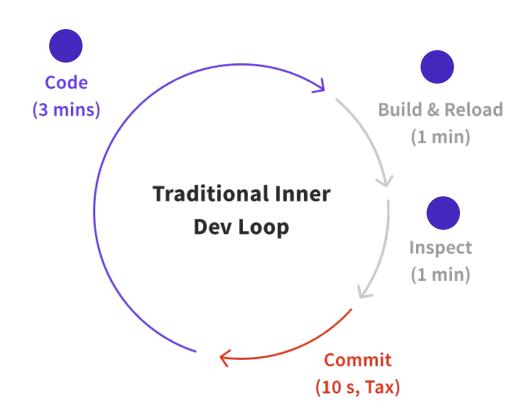


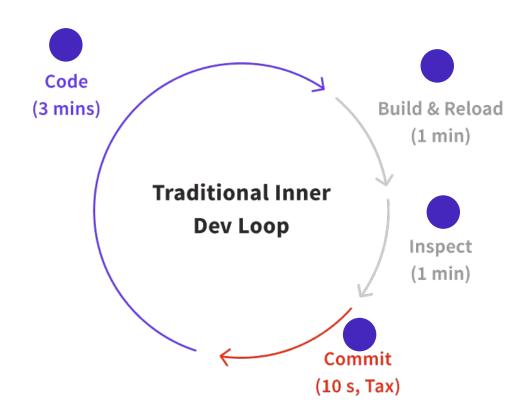
This is where debugging happens!

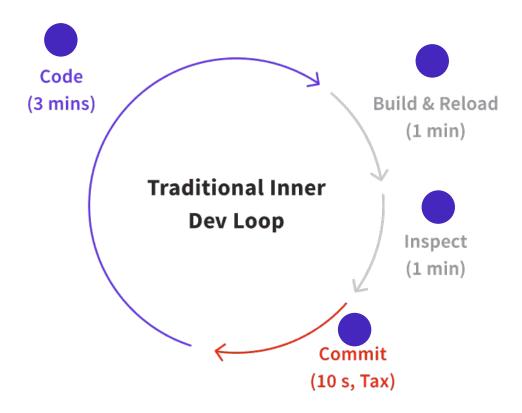


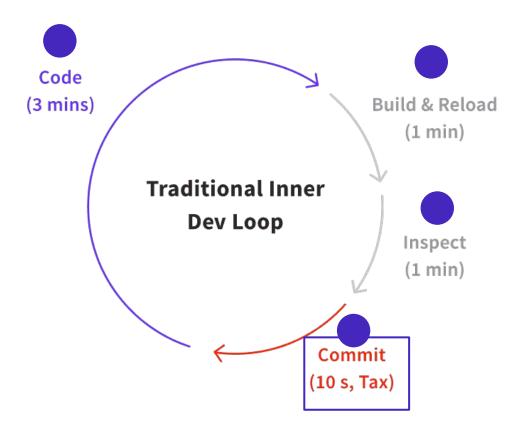


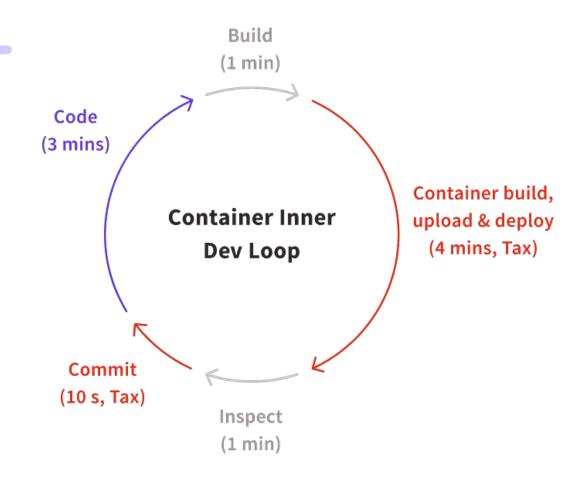


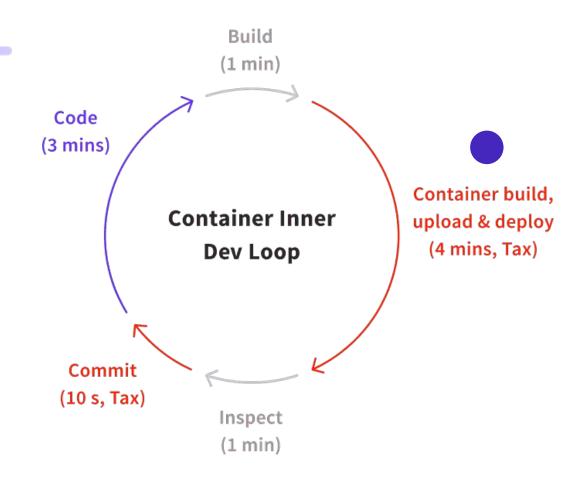


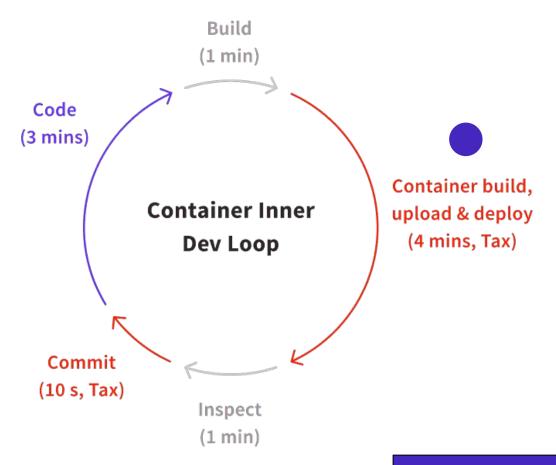


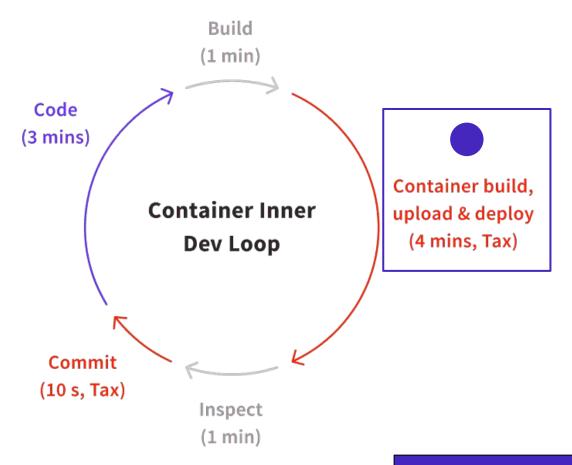












Iterations per day drops from 70 to 40

A slow inner dev loop impacts everyone!

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- Backend developers have to wait for CI/CD to build & deploy their app to a target environment to verify that their code works correctly.
- This slows releases into production overall thereby impacting the business and end users at large.





Local Development

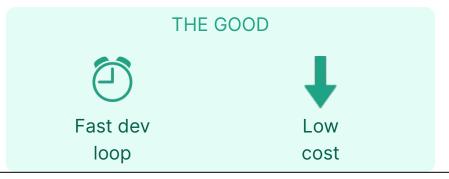






Local Development

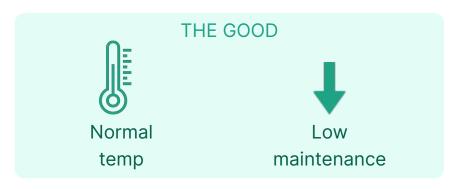






Remote Development

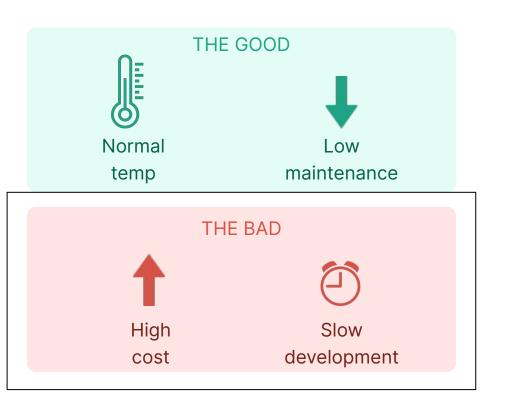


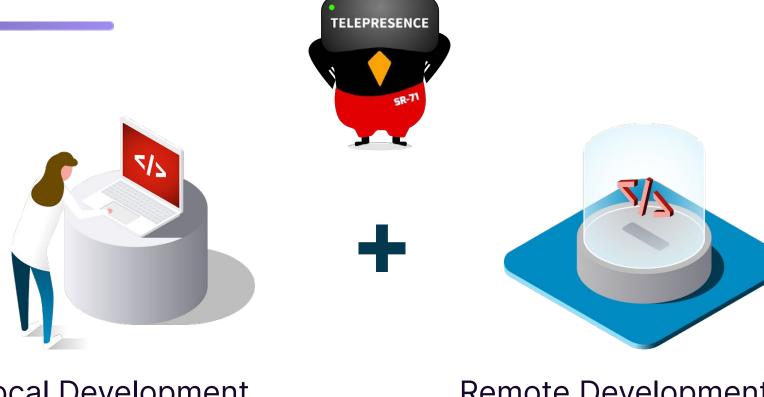




Remote Development







Local Development

Remote Development

Remocal Development







A tool that simplifies how teams test and debug on Kubernetes



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- Connects your local machine to a cluster via a two-way proxying mechanism





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- Connects your local machine to a cluster via a two-way proxying mechanism
 - Access cluster's services as if they are running locally

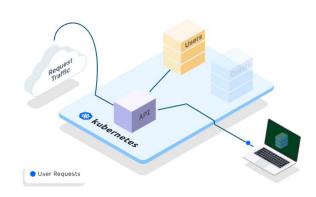




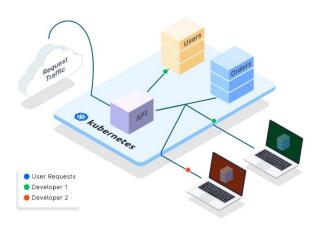
- A tool that simplifies how teams test and debug on Kubernetes
- Connects your local machine to a cluster via a two-way proxying mechanism
 - Access cluster's services as if they are running locally
 - Reroute cluster's traffic to your local service





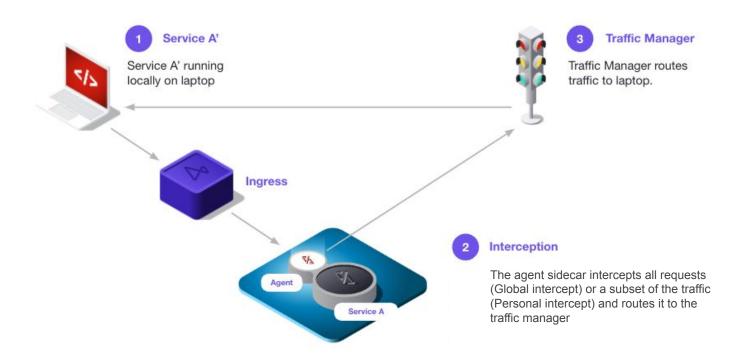


GlobalAll requests to the service are intercepted and forwarded



PersonalOnly requests with the HTTP header are intercepted and forwarded

How does Telepresence work?









Without Telepresence 😔

A not so great developer experience

- They bore the operational & resource burden of running all their microservices locally
- Couldn't utilize the benefits of both the "local" & "remote" K8s development methods
- Code → Build container → Push to registry →
 Deploy & wait → Test

With Telepresence 🎉

An improved developer experience

- The operational & resource burden of running all their microservices locally was removed
- They got the best of both worlds (local and remote Kubernetes development)
- Code → Intercept →Test



Wrapping up 🎉

- Kubernetes development teams should have a developer experience that allows them to focus on the things that matter (e.g., coding, testing, iterating).
- Instead of the things that don't (e.g., waiting for the build/push/test cycle to be completed or discovering a bug in production because it was missed during testing due to an unrealistic testing environment)
- This will increase productivity and the number of updates shipped to production.
- Telepresence gives you that all round developer experience as it bridges the gap between clusters and local dev environment

△ ambassador



Try Telepresence today!

We are currently running a 30 day free trial

qetambassador.io/products/telepresence





Thank you! Any questions?

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Twitter: @didicodes